

100 Magical
Musical Instruments
for the Busy Game Master



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Welcome to **100 Magical Musical Instruments for the Busy Game Master** – a list of odd and unusual magical items built with a musical instrument as its receptacle of power. Each piece in the list is a unique magic item with primary properties related to aspects of the musical instrument and wielder but can generally be repurposed for other activities or other devices with a bit of thought. An adventurer can use many items in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular musical instrument at its core, but feel free to change the type of instrument to make it something your party members would appreciate better.

Each magical musical instrument in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few of the hundreds of musical instruments in use worldwide that you can match to magical abilities to create interesting items for your adventuring party.

- Aulos
- Bagpipes
- Bandora
- Bass Cistern
- Bass Drum
- Bells
- Bones
- Bongos
- Castanet
- Chime
- Cinbalon
- Clapper
- Clarinet
- Clavichord
- Clogs
- Conch shell
- Coronet
- Cylinder Drum
- Cymbal
- Drum
- Dulcimer
- Fiddle
- Flageolet
- Flute
- Friction Drum
- Ganum
- Glockenspiel
- Gong
- Gourd
- Guitar
- Harmonica
- Harp
- Harpsichord
- Horn
- Hurdy Gurdy
- Kazoo
- Kettledrum
- Koto
- Lira
- Lirica Fiffle
- Lute
- Lyra
- Lyre
- Mandolin
- Oboe
- Organ
- Panpipes
- Pipe flute
- Pipe organ
- Pipes
- Rattle
- Recorder
- Rota
- Santouri
- Santur
- Snare Drum
- Spinet
- Stamping Stick
- Tambourine
- Tom-Tom
- Trombone
- Trumpet
- Viol
- Violin
- Whistle
- Wooden Block
- Xylophone
- Zampogna
- Zither

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Some of the items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

Use this list to choose a random musical instrument by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The Bells of Protected Approach is a collection of small brass bells with a metal loop on top that allows a string or thin chain to be passed through. The set contains four bells.</p> <p>Once per day, the bells can be set at the four points of the compass with string so they can swing freely. Each bell can sense the approach of potentially dangerous creatures out to 60'. Setting them up at the four compass points gives 360-degree protection for a campsite. When a dangerous creature's approach is detected, the two bells closest to the approach direction begin pealing.</p>
2	<p>The Gong of Thunder is a small silver gong in a wood support frame with a small mallet attached by a string. The gong is slightly curved on one side and flat on the other.</p> <p>When the mallet strikes the flat side of the gong, it emits a powerful soundwave in a 20' cone originating from the concave side of it. The cone causes 3D8 HP to everyone who fails a DC 16 Constitution saving throw. All others take half damage.</p>
3	<p>The Whistle of Calling is a silver-plated iron whistle. The silver is engraved with a hunting dog running towards its owner with a pheasant in its mouth.</p> <p>The attuned owner can hand the whistle to another with instructions to blow it when appropriate. When the whistle (which makes no noise) is blown, the owner will hear it and see a map in the mind's eye of where the whistle was blown and the path to get to that point. It is very useful for the trailblazer member of the party to carry while exploring a new area.</p>
4	<p>The Lute of Calmness is a finely constructed instrument with catgut strings. It is varnished to a high sheen and produces beautiful music when tuned. Its back is engraved with several different species of animals playfully frolicking.</p> <p>This instrument has an affinity with beasts. For all beasts with an Intelligence score of three or less, playing the flute will automatically put them in a friendly state towards the player for several hours. Any beast with an Intelligence score greater than three must roll a DC 12 Intelligence saving throw or be similarly affected.</p>
5	<p>The Lyre of Suggestibility is a beautifully constructed curved string instrument with strings made of varnish-coated copper and beautifully colored oak wood.</p> <p>When played by an attuned person, the music can be focused on one creature and weaved with directions for the creature. If the creature fails a DC 14 Wisdom saving throw, it will act on the suggestion intertwined in the song per the suggestion spell. The effect lasts for four hours or until the task is completed.</p>
6	<p>The Biwa of Discordant Tones is a wooden string instrument with over-thick, frayed-looking gut strings and tuning keys that never seem to lock tightly in place. Its face is decorated with a cat yowling at the sky.</p> <p>When played by the attuned player, the biwa emits horrid screeching sounds, a discordant melody that has disastrous effects on those listening. Everyone within 30' of the player</p>

	must roll a DC 14 Intelligence saving throw or be thrown into a frenzy, attacking the nearest creature as though in a berserker's frenzy rage condition. This state lasts for 1D4+2 rounds.
7	<p>The Lute of the Healer is a beautiful light tan wooden stringed instrument with an approximately chest-sized main body.</p> <p>When played, the player's hands take on a mind of their own and play a series of soothing tunes. After ten minutes of play, everyone within 30' regains 3D6+4 HP. The healing ability of the lute can only be used once daily.</p>
8	<p>The Bagpipes of the Banchee is a well-worn instrument with several knicks, scrapes, and hurried repairs. Despite all the damage, it still plays a hauntingly lovely tune in the hands of an expert.</p> <p>When attuned, the bagpipes can emit a horrific wailing sound that burrows into the minds of up to six targets within twenty feet. Each target must roll a DC 14 Wisdom saving throw or suffer the effects of the confusion spell.</p>
9	<p>The Pan Pipes of Mimicry is a hand-sized musical instrument made of hollow bamboo segments strapped together with thin strips of leather. The pipes are painted with several miniature scenes showing a variety of beasts in their natural habitats.</p> <p>When attuned, the player can mimic the sounds of any beast and emit everything from danger signals to contentment to finding food to mating calls. It is a great tool for attracting or discouraging nearby beasts.</p>
10	<p>The Fiddle of Visions is a plain-looking, bleached musical instrument lightly varnished to bring out the grains in the wood. The bow is a darker-colored wood with a gleaming ribbon of horsehair.</p> <p>When played, a visualization of the music appears above the fiddler, telling the song's story in images.</p>
11	<p>The Tuning Fork of Listening is a pure silver tuning fork with runes on its stem and foot piece. The prongs are approximately six inches long with a one-inch space between them.</p> <p>The tuning fork can be tapped on a hard surface and placed against a door or similar object. As it vibrates, it hears any speaking beyond the doorway and shows the conversation as words in common in the space between the two prongs.</p>
12	<p>The Choir Bell is made from a brass and silver alloy with a wooden handle. The clapper is made of iron hollowed out and filled with mercury.</p> <p>When attuned, the owner can use an action to ring the bell, causing an illusion of a group of very noisy people to form within visual range out to 100 feet. The illusion lasts for one minute. The bell's ability can be used twice daily.</p>
13	The Clapper of the Goat is a set of flat wooden paddles. The outer side of each clapper is covered with rural farm scenes.

	<p>As an action, the clappers can be struck together to transform into a giant goat for one minute or until killed. If killed, any excess hit points flow back to the original form.</p>
14	<p>The Bones of Doom is a set of fire-darkened knucklebones carved with odd symbols that twist and turn when one concentrates on them.</p> <p>As an action, the attuned user can roll the dice to call forth minor elementals per the conjure minor elementals spell.</p>
15	<p>The Finger Cymbals of Passage is a set of small symbols that can be worn on the thumb and index finger. They are brass and covered with stylized engravings of skeleton keys.</p> <p>When the cymbals are struck together, they send out a resonance that unlocks the nearest lock within 10 feet. This power can be used three times daily.</p>
16	<p>The Bugle of Destructive Might is a common horn made of tarnished brass. Its outer surface is carved to look like a stone wall.</p> <p>An action can be taken to blow a note through the bugle at a door, wall, or similar object and cause concussive damage. It is powerful enough to blow a typical door off its hinges or blow a 5' hole in a stone wall. If damage points are relevant, a blast from the horn causes 50 HP bludgeoning damage against the inanimate object it targets. The horn does not affect living (or undead) creatures. The horn can blow its destructive power twice daily.</p>
17	<p>The Castanets of Lament is a set of two hinged spruce clappers concave on the inner side. The hinges have almost microscopic images of creatures drained of energy.</p> <p>When attuned, the user can use an action to play the castanets and cause four creatures of the user's choice within 20' to roll a DC 15 Wisdom saving throw. If the creatures fail, they fall into a deep state of depression (equivalent to being stunned) until the end of their next turn. This ability can be used three times daily.</p>
18	<p>Pavlov's Kazoo is a small copper wind instrument that is quite versatile in the range of notes it can produce. This particular one seems to have a larger range of sound production capability than most.</p> <p>The attuned wielder can play a song through the kazoo that causes all beasts within 60' to approach. They are all hungry drool drips from their mouths. They will attack any creatures they find to satisfy that hunger.</p>
19	<p>The Harp of Unreachable Goals is a Celtic-style harp made of fine birch wood and varnished to a fine sheen. Its strings are brass, painted with the image of a child trying to reach an apple in an apple tree.</p> <p>A wall of force is created when an attuned user plays the harp as an action. This wall of force stays in existence for as long as the harp is played or ten minutes, whichever comes first.</p>
20	<p>The Harmonica of Flight is a lightweight steel harmonica engraved with birds on its top and bottom.</p>

	<p>When played, the player can take flight per the fly spell and continue to fly as long as the player keeps playing. Once the player stops playing, the spell ends, and the player gently drifts to the ground.</p>
21	<p>The Recorder of the Brave Charge is a simple hand-carved recorder made from pine by a retired army veteran who took to woodworking in retirement. The recorder was created to lend great emotion to martial music.</p> <p>When played, it inspires those around you, per the inspiring leader feature. It gives all who hear the martial music temporary hit points equal to the player's level plus the player's Charisma modifier.</p>
22	<p>The Aulos of Skill is a double reed pipe. The left pipe is carved from oak, and the right from bone. They are joined together at a 30-degree angle by a flexible rubber device that keeps them at a proper angle while allowing some flexibility to better shape the music.</p> <p>As a bonus action, the attuned player can play a quick song and grant a +4 to all saving throws for up to six people until the start of the player's next turn.</p>
23	<p>The Bagpipes of Corruption is a horribly decayed musical instrument. The bag is full of holes, and the tenor drones are cracked and filled with termite holes.</p> <p>Despite its appearance, it plays perfectly for one who attunes to it. The owner can use an action to cast blight on up to four targets up to 30' away. The targets failing a DC 15 Constitution saving throw take 8D8 HP necrotic damage or half as much on a successful save.</p>
24	<p>The Bagpipes of Buoyancy is a bit odd looking because its bag is much larger than found in a typical set. The bag is also decorated with a water scene instead of the more typical tartan pattern.</p> <p>When played, the player plus up to five companions can walk across liquid surfaces per the water walk spell.</p>
25	<p>The Lute of the Lullaby is made of maple, and its back is covered in a quilted material covered in light, fluffy-looking clouds.</p> <p>When attuned, the player can target up to five creatures and use one action to play the instrument. Each targeted creature within 30' must pass a DC 16 Wisdom saving throw or fall asleep for ten minutes or until disturbed.</p>
26	<p>The Bongos of Fright is a miniature set of bongo drums made from hollow sections of bamboo covered in sheepskin covers stretched with interweaved twine made from gnoll's hair. The drumsticks are made of ironwood.</p> <p>When played as an action, the bongo's drumming casts fear on one target. The target must succeed on a DC 14 Wisdom saving throw or become frightened for one minute.</p>

27	<p>The Glockenspiel of Rodent Control is a simple instrument with several steel sheets of varying sizes screwed into a frame. A small hammer is attached to it with a strip of leather.</p> <p>When played by an attuned wielder, the glockenspiel can summon 1D4 swarms of rats as an action. They operate under the wielder's control for one minute. They have the same initiative as the wielder and immediately take their turn after the wielder. It can be used to summon rats once per day.</p>
28	<p>The Zampogna of the Sharp Note is a style of bagpipe. This particular one is unusual in that the pipes are made of silver. The bag is made from traditional sheep hide.</p> <p>Once attuned, the wielder can use an action to cast four daggers up to 25' at up to four different targets. Each dagger causes 1D4+2 HP piercing damage if it hits the target.</p>
29	<p>The Baton of Garbling is a conductor's baton made of flexible willow wood. The baton is engraved with a series of runes that glow slightly as it is waved through the air.</p> <p>As a reaction, the attuned wielder can wave the baton in the air and cause a spellcaster's verbal portion of the spell to become garbled (causing the spell to fail) if the spellcaster fails a DC 14 Intelligence saving throw. The baton has three charges and recharges completely every dawn.</p>
30	<p>The Conch of Waves is a beautifully carved conch with several holes drilled into it to make it a melodic instrument.</p> <p>Once attuned, it gives the wielder several abilities. As a bonus action, the wielder can expend one charge to cast thunderwave. As an action, the wielder can expend two charges to cast tidal wave. The device has a maximum of five charges and regains 1D3 charges per day.</p>
31	<p>The Bell of Creation is a gold-plated brass whistle with an engraving of a cornucopia on its surface.</p> <p>When the bell is run, it creates a mountain of food and water per the create food and water spell. This power can be used once daily.</p>
32	<p>The Chime of Interrupted Action is a set of three different-length steel tubes mounted on a slab of dark wood. A hammer is attached to the wood with a silk string.</p> <p>The attuned wielder can strike the three tubes in rapid succession as a reaction while focusing on a single creature. That creature must pass a DC 16 Wisdom saving throw or lose that turn's action and bonus action. The creature will still be able to use a reaction.</p>
33	<p>The Gong of Unfillable Hunger is a small brass gong suspended in a small box. Its face is covered with creatures engaging in gluttonous behavior.</p> <p>The attuned wielder can concentrate on up to four targets and strike the gong. Every target that fails a DC 14 Wisdom saving throw develops a huge hunger for living flesh and uses its</p>

	next three turns to try to eat the creature closest to it with no regard for its safety. This power can be used once daily.
34	<p>The Flute of Solutions is a beautiful silver flute covered with mysterious writing on its bottom surface.</p> <p>When the flute is played near a trapped door, chest, or another trapped object, a moving image forms above the flute showing the trap mechanism and how to disarm it. After seeing the solution, anyone who attempts to disarm the trap has advantage.</p>
35	<p>The Rota of Draining is a wooden instrument with catgut strings. Beneath the strings, on the surface of the wood, is an indistinct face with pursed lips.</p> <p>When the instrument is played beside a glyph of warding or similar passive magical spell, the face on the wood comes alive and sucks the energy from the glyph into itself, rendering it harmless. The rota needs four hours to release the absorbed magic before it can again be used in that manner.</p>
36	<p>The Harp of Hope is a lovely full-sized pedal harp made of rich, varnished wood and brass strings. The harp is decorated with images of angelic beings.</p> <p>Once daily, the harp's power can be used to remove a curse or a disease from an afflicted individual. Due to its large size, it is typically found in a temple or healer's shop.</p>
37	<p>The Clogs of Dancing is a set of wooden shoes. Each shoe is painted with two figures dancing.</p> <p>When attuned, the wearer can focus on up to six creatures and use an action to dance. The sounds of the clogs create a toe-tapping rhythm that starts the targets dancing uncontrollably if they fail a DC 14 Wisdom saving throw. The effect lasts for one minute and causes the afflicted targets to have disadvantage on attack rolls. The afflicted targets can reroll the saving throw at the end of their turn. The power of the clogs can be used twice daily.</p>
38	<p>The Oboe of Piercing Pain is a carved wood instrument with brass keys. It is painted jet black with streaks of fog-like gray running through its length.</p> <p>The attuned player can use this instrument's music as an action to target one creature within 30' and attempt a psychic attack. The creature takes 3D8 HP psychic damage if it fails a DC 16 Wisdom saving throw or half damage on a save. If the creature fails by more than five points, it is also stunned until the end of its next turn.</p>
39	<p>The Bass Drum of Shattering is made with a thin wooden shell with wooden hoops holding the sheepskin leather tight. The wood is dyed dark blue with bolts of white energy at various positions.</p> <p>When an action is used to play the drum, it produces an extremely low and powerful vibration that affects every creature in a 20' radius. A creature in the radius that fails a DC 15 Constitution saving throw takes 2D8 HP thunder damage or half as much if successful.</p>

40	<p>The Bugle of Molding is a brass instrument that perpetually seems to be covered with rock dust.</p> <p>Playing for one minute allows the player to manipulate a section of stone per the stone shape spell. Each minute of playing is the equivalent of one casting of stone shape. It can unleash its power for five minutes on any given day.</p>
41	<p>The Gong of Reviving is a 2' wide copper gong with arcane symbology scrawled across its surface. It has a small hole in one end with a rope threaded through it. The rope allows it to be held in the air when struck with the wool-covered wooden mallet.</p> <p>Once per day, the gong can be struck over a fallen creature that is less than one minute dead and cast revivify on it.</p>
42	<p>The Bugle of the Dirge is made from a dark, blackened metal that feels slightly pliant to the touch. It smells vaguely of a long-buried coffin when it is first opened after digging it up.</p> <p>Once per week, the attuned wielder can use an action to blow the bugle and cast a finger of death spell at a target.</p>
43	<p>The Harmonica of Speed is a steel and brass harmonica with comb and reed plates made of dried and treated maple to deliver a superior resonance.</p> <p>The harmonica allows all within hearing range to move at a dash speed as long as it plays with no exhaustion penalty.</p>
44	<p>The Collapsible Kettle Drum of Crossing is a full-sized kettle drum that can be collapsed into a one-foot square box.</p> <p>The user can unpack the kettle drum and fully assemble it in one minute. It can then be played to build a bridge across a span of up to 100 feet. Ten feet of bridge are magically constructed each minute the drum is played. The bridge lasts for 24 hours before dissolving back into the aether.</p>
45	<p>The Stamping Stick of Relaxed Meditation is a hollow four-foot-long bamboo tube filled with wooden beads, each symbol representing a peaceful journey.</p> <p>The attuned user can quietly tap the stick on the ground for ten minutes and give all creatures within 20' a full long rest. This power can only be used once weekly.</p>
46	<p>The Kazoo of Motion is a shiny brass kazoo polished so fine that it seems to reflect images slightly into the air.</p> <p>When the attuned owner plays, blur can be cast as an action. The spell effect lasts for one minute or until dismissed.</p>
47	<p>The Gong of Seeing is a hammered pewter gong with a single closed eye in its center. The hammer is made of ironwood with a rubber mallet at its end.</p>

	<p>When the gong is rung as an action, the eye opens, and waves of visible energy pulse from it. The energy wraps and warps around all objects, revealing invisible objects and creatures within 60 feet.</p>
48	<p>The Violin of Comprehension is a simple violin, plainly constructed from crude wood and poorly formed catgut strings. Despite its poor construction, it can still hold a tune.</p> <p>When played, it creates a cloud of energy around everyone in a 25' radius. Everyone within that region can converse in a common language as long as the music continues to cast its spell.</p>
49	<p>The Flute of Harmony is a breathtakingly stunning silver and gold crafted musical instrument. Its beauty is such that all who see it stop and pause to drink in its fine craftsmanship.</p> <p>When attuned, the player can use an action to play a quick tune. Every creature within 60' must roll a DC 16 Wisdom saving throw. Those who fail immediately cease any hostile action and make attempts to seek a peaceful solution to the current altercation. The instrument can be used once daily.</p>
50	<p>The Horn of Good Work was crafted from a ram's horn by dwarven magic and carved with intricate designs of dwarves working in mines.</p> <p>When played, it inspires all within 30' to work harder and better at any job involving digging through dirt or rock. For the duration, work progresses twice as fast as normal, and the workers have advantage when rolling to overcome obstacles.</p>
51	<p>The Accordion of the Frenzied Actions is a squeezebox with a keyboard made with cloth bellows and ivory keys. Each key shows a dancer twirling in a frenzy.</p> <p>When attuned, the player can use an action to grant haste or slow (or a mix of the two) on up to three targets. The effect lasts until the target's next turn ends, after which it ends but has no ill effects. The target goes back to normal motion. The attuned player can keep playing the accordion to weave the magic every round.</p>
52	<p>The Violin of the Slayer is constructed of silver panels and brass strings. The bow stick is made of dark-colored wood with horse as the bow hair.</p> <p>When attuned, the player can use an action to cause the end button of the violin to shoot two silver darts at a target within 30 feet. If the darts hit, they cause $1D4+2$ piercing damage. When used against a were-creature, the to-hit roll has advantage, and the darts cause double damage.</p>
53	<p>The Banjo of the Hospitable Host is a rustic-looking banjo that has been around the block a few times. The rim has several scratches, the head looks worn thin, and the tuning pegs look chipped.</p> <p>Despite its condition, the banjo plays lovely music and grants the attuned owner a wonderful singing voice. When played, creatures feel more inclined to be friendly with the</p>

	<p>player and the player's friends. It is a great way to get free room and board when on the road, but it can also be used to soothe the fury of the hearts of savage beasts.</p>
54	<p>The Chime of Freezing is a metal tube shaped like an icicle. The hammer has clock hands on its striking surface.</p> <p>When attuned, the owner can strike the chime as an action. The sound propagates out to 30', freezing everyone in that radius except for the owner, essentially stopping time. The effect lasts for 30 seconds, effectively giving the owner five free rounds to move, interact, and attack incapacitated targets. This power can be used once weekly.</p>
55	<p>The Koto of Lava is a 13-string zither with a soundboard made from varnished obsidian and strings made of steel.</p> <p>When attuned, the player can use an action to cause a pit of lava 20' in diameter to open up within a visual range that does not exceed 60 feet. The affected area immediately turns into a pit of lava. All within its range must succeed on a DC 15 Dexterity saving throw or take 8D6 HP of fire damage or half damage if successful. Those who fail are restrained and take 2D8 HP additional fire damage per round until they exit the pit of lava. This ability can be used once daily.</p>
56	<p>The Lute of Prosperity is a lovely green varnished stringed instrument that makes sweet music, even when played by someone who is a beginner.</p> <p>When tuned, the instrument can be played before a crowd, and its music lulls them into donating half the coins they carry as a tribute to the entertainer. The instrument is a great way to pick up anything from pocket change to significant riches depending on the prosperity of the crowd.</p>
57	<p>The Bell of Danger Detection is a small, almost weightless bell made of nearly transparent materials.</p> <p>When attuned, the wielder can hold the bell above the head and let go. It will stay there until retrieved. While above the wielder's head, it detects potential dangers up to 100' distance and silently rings so that only the wielder can hear its peals. It rings to identify the direction of the threat: once for forward, twice for left, thrice for behind, and four times for right.</p>
58	<p>The Cymbals of Devastation is a set of bronze symbols with concentric sets of symbols running around each one.</p> <p>When attuned, the wielder can use an action to smash the cymbals together and cause a 20-foot square section of ceiling that the wielder can see up to 60' away to collapse, causing 8D8 HP bludgeoning damage on a failed DC 16 Dexterity saving throw or half as much on success. The cymbals hold three charges and regain one spent charge per day.</p>
59	<p>The Recorder of Illusions is made from an odd, almost insubstantial substance. It seems like a good breeze would blow the recorder into infinity. Despite its ethereal makeup, it is capable of creating beautiful melodies.</p>

	<p>When a tune is played, it creates a minor illusion of whatever is in the player's mind. The player can use its power to cast a hallucinatory terrain effect per the spell if attuned to the instrument.</p>
60	<p>The Drum of Solid Vibrations is a pretty ordinary-looking marching drum with solid straps to hold it steady as one walks.</p> <p>When strapped on and drummed with the two drumsticks, it creates a solid disk in a 15' radius at the level of the drummer's feet. This disk holds over the surface of the water and even open air, meaning that as long as the drummer keeps drumming, that person and those who stay close could safely cross a deep chasm.</p>
61	<p>The Whistle of Protection is a simple brass whistle with a cork ball inside. It blows a single clear note. It has a silk string through a small ring built into it, allowing it to be worn as a necklace.</p> <p>As a reaction, the owner can cast the shield spell. The whistle holds three charges and regains one daily.</p>
62	<p>The Lyre of Detection is a very small hand harp. Its frame is twisted copper and brass, and its strings are made from bronze rods.</p> <p>When the lyre is played as an action, it casts a detect magic spell.</p>
63	<p>The Drum of Discord is a hand-sized drum made from the thigh bone of a large animal and wrapped in cured elk skin.</p> <p>When a beat is played on it as an action, it casts the dissonant whispers spell. It affects up to three creatures that can be seen within 60' of the drum. The drum holds five charges and regains 1D2 charges per day.</p>
64	<p>The Kazoo of the Faerie is a silver instrument engraved with fairies flitting about in a flowered meadow.</p> <p>When blown as an action, it casts the faerie fire spell on any creatures within 20' that fail a DC 14 Dexterity saving throw. The kazoo can be used twice daily.</p>
65	<p>The Fiddle of the Broken Finger is a lively-looking fiddle made of bright-colored wood and painted in colorful reds and greens. The centerpiece of the artwork is a tough-looking humanoid dressed in fancy clothes.</p> <p>When attuned, the player can play a note as an action that causes the target's knuckles to break if the target fails a DC 17 Constitution saving throw. The target must be visible and within 30' of the player. Breaking the knuckles causes 3D6 HP bludgeoning damage and reduces all dexterity and strength scores by two until repaired. The fiddle holds four charges and regains 1D4 charges per day.</p>

66	<p>The Pipe Flute of the Spectrum is built from several lengths of bamboo tied together with hempen twine. Each pipe is painted a different color, from white to black. Aside from its colorful markings, the flute is quite unremarkable.</p> <p>When attuned, the player can run scales on the flute as an action. When running scales from white to black, the flute casts darkness, and when from black to white, it casts light. The flute holds four charges and regains 1D4 charges daily.</p>
67	<p>The Harp of Transmutation is a heavy, large musical instrument measuring five feet at its highest point. It is made from iron plated in gold with brass strings. The surface is carefully etched to show covetousness in many different scenes.</p> <p>The harp is so large that it is not something that would be easily carried on an adventure, but it is still quite desirable. Playing for ten minutes can transform up to two hundred pieces of base metal coinage to gold for 24 hours. After 24 hours, the coins revert to their former state. This power can be used once daily.</p>
68	<p>The Hand Harp of the Wisp is a small harp, measuring 18 inches on its longest side. It is made of cedar painted black with white motes and has twelve catgut strings.</p> <p>When played, it casts the dancing lights spell. It stays active as long as the harp is played.</p>
69	<p>The Clogs of Healing is a set of white wooden shoes with a small red cross on each.</p> <p>As an action, the wearer can dance around an injured target. The vibrations of the clogs striking the ground cause healing vibrations to be felt in the target. The target regains 3D6 hit points.</p>
70	<p>The Bone Flute of Necrosis is a darkened piece of thigh bone carved into a flute with perpetually tarnished silver keys.</p> <p>When attuned, the player can use an action to focus on a target within 30' and cover it with a tune that inflicts necrotic damage on it. If the target fails a DC 16 Constitution saving throw, it takes 4D6 HP necrotic damage or half damage on success.</p>
71	<p>The Bell of Banishment is made of an alloy of iron and copper. The clapper is a hollow bronze ball filled with mercury and other substances. The handle is made of birch and carved with arcane runes.</p> <p>When attuned, the wielder can ring the bell as an action while focusing on a target within 60 feet. If the target fails a DC 17 Charisma saving throw, the target is banished per the banishment spell. This power can be used once daily.</p>
72	<p>The Gong of the Barrage is a tin disk approximately eight inches across, covered with engravings of daggers. The hammer is designed to look like a dagger.</p> <p>When attuned, the wielder can use an action to hammer the gong. The sound waves become daggers that shoot out in a 60' radius. Each creature in the affected area must</p>

	succeed on a DC 15 Dexterity saving throw. A creature takes 3D6 HP piercing damage on a failed save or half as much damage on a successful save.
73	<p>The Bird Whistle is a tin whistle with a pine ball inside. Its surface is covered with a variety of birds.</p> <p>When attuned, the wielder can use an action to blow the whistle. The whistle summons a giant eagle that shows up the next round on the wielder's turn and takes its turn directly after the wielder.</p>
74	<p>The Foldable Orchestra is a small wooden box covered with musical scores. The top center of the box has a hole that fits the accompanying brass key.</p> <p>When the key is inserted and turned, the box expands dramatically, forming an orchestra pit and dance floor. The orchestra plays lovely dance music until the key is placed in the hole in one of the legs of the grand piano and then turned, transforming the entirety back into a small box.</p>
75	<p>The Shoes of Tapping is a comfortable pair of leather shoes with a firm sole studded with several brass rivets.</p> <p>When worn, the tap shoes create a sound effect that makes all sounds in a 20' radius blend into the background, becoming white noise. The effect allows all party members to add a +10 to all stealth checks while moving.</p>
76	<p>The Pipe of Explosive Bubbles is a panpipe made of hollowed reeds, tied with silk string, and a small glass jar that screws into the bottom of the instrument.</p> <p>When attuned, the wielder can fill the small jar with oil and then, as an action, blow the pipe to create 1D4 explosive bubbles that will hit the nearest target if it fails a DC 14 Dexterity saving throw. If the bubbles hit, each causes 1D6 HP bludgeoning damage and 1D4 fire damage. One jar filled with oil fuels the pipe for ten rounds.</p>
77	<p>The Spoons of Mischief is a set of steel clacking spoons. The bowls are engraved with tiny images showing scenes of bad luck.</p> <p>As a reaction, the owner can clack the spoon and force disadvantage on one attack roll of a creature within 20 feet.</p>
78	<p>The Snowy Band is a snow globe showing a miniature orchestra on a stage with many couples dancing in the snow below it.</p> <p>When attuned, the owner can use an action to shake the globe to make it snow inside. Snow starts falling within a 60' radius, creating a region of difficult terrain. Everyone within the radius must roll a DC 14 Constitution saving throw. Those who fail take 4D4 HP cold damage, and those who succeed take no damage.</p>
79	The Bongos of Deafness is a set of bongos strapped together with a length of silk cord and held within a comfortable harness to allow them to be comfortably positioned near someone's waist.

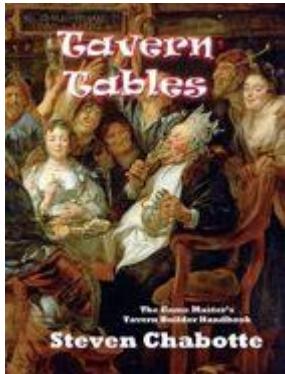
	The attuned wielder can use an action to drum a tune and cause up to three targets to be deafened for three rounds. Each target must succeed in a DC 17 Constitution saving throw to shrug off the effect. Once the effect is shrugged off, the target is immune.
80	<p>The Bull Horn of Wind is a hollowed-out bull horn that has been modified to install several internal baffles to shape the wind as it is blown to create a mournful note.</p> <p>When attuned, the user can blow the horn to cast the wind walk spell.</p>
81	<p>The Drums of Intimidation is a set of small friction drums made of hollowed-out baobab trunk covered with stretched lion skin.</p> <p>The attuned owner can use an action to rub the skin with wetted fingers to make a frightening vibration which causes all non-friendly targets to roll a DC 17 Intimidation check to stand their ground. If they fail, they flee.</p>
82	<p>The Dulcimer of the Missed Fingers is a wood-stringed instrument that rests on the lap and is played with fingers. The wood is painted with art showing a player with arthritic hands.</p> <p>When attuned, the player can use an action to play the instrument and target up to six foes. Each must roll a DC 16 Dexterity saving throw or lose their hand dexterity and have disadvantage on all martial attacks for the next round.</p>
83	<p>The Castanet's of Morphing is a set of wood clackers tied together with a length of hemp twine. One clacker has a large creature pictured on it. The other clacker has a small version of the same creature depicted.</p> <p>When attuned, the wielder can use the castanets to cast either reduce or enlarge on a single target. To cast reduce, the clacker with the small version of the creature faces outward, and to cast enlarge, the clacker with the large version of the creature faces outward. This power can be used up to three times and regains a single charge daily.</p>
84	<p>The Mandolin of the Weaver is a deep mahogany instrument with gut strings and gold tuners. The back of the body is painted with a partially constructed spider web.</p> <p>The mandolin has two properties. It can either weave or unweave any organic material. For instance, it can unravel a tunnel filled with spider webs or unweave and then reweave a piece of clothing to patch holes. The mandolin must be played for one minute while the player concentrates on the object to weave or unravel.</p>
85	<p>The Piccolo of Fetid Tunes is carved from a tupelo tree branch with silver-plated brass keys.</p> <p>The piccolo can cast the stinking cloud spell as an action when played. The spell can be maintained if the player uses a bonus action each round to keep the spell active.</p>
86	The Tom-Toms of Thunderous Smiting is a set of two wooden barreled drums lashed together with ropes. They have a strap that allows them to be carried and played while

	<p>marching. One barrel pictures a menacing thunderstorm. The other depicts shashes of lightning traversing the sky.</p> <p>When attuned, the drummer can use an action to cause a lightning bolt to strike a target within 60'. If the target fails a DC 16 Dexterity saving throw, the target takes 3D6 HP lightning damage. On success, half damage is incurred. Additionally, the lightning blast is so powerful that it causes a wave of thunderous damage within 15' per the thunderwave spell. This power can be used thrice daily, and it recharges at dawn.</p>
87	<p>The Horn of Misty Portals is an intricately carved ram's horn with various styles of doors on its outer surface.</p> <p>When blown as an action, a misty portal opens in front of the owner. It extends up to 60' to a location chosen by the owner. The portal stays active for one full round, and all who step into it are instantly transported to the portal's other end. The power can be used once daily.</p>
88	<p>The Fiddle of the Devil is a blood-red fiddle made of elder wood. The strings are strong catgut and vibrate with wild energy.</p> <p>When attuned, the fiddler can use an action to call forth wild magic per the sorcerer's wild magic surge table.</p>
89	<p>The Sheng of the Fey is a silver instrument that looks like a smoking pipe with several tubes extending out of its bowl. The bowl is engraved with a group of faeries at play.</p> <p>When attuned, the owner can use an action to play a tune to conjure a fey creature per the conjure fey spell. This feature can be used once daily.</p>
90	<p>The Flute of Luck is a simple wood and brass instrument decorated with four-leaf clovers.</p> <p>When attuned, the owner can use a reaction to play a quick tune and allow a creature within 60' a reroll of any attack roll, saving roll, or skill check. This feature can be used thrice daily.</p>
91	<p>The Tambourine of Vibrancy is a set of simple wood loops with 12 zills spread equidistant around their circumferences.</p> <p>A cloud of healing power forms when the owner dances and jingles the tambourines for ten minutes. It contains 50 HP of healing energy that can be directed to up to four targets.</p>
92	<p>The Goblet Drum of Protection is a small handheld drum shaped like a drinking goblet. It is made from carved oak and covered with lambskin. The wood is carved with many spiritual shapes.</p> <p>When played, the drum's vibrations cast and maintain a 30' shield equivalent to the protection from evil and good spell. When the drummer stops playing, the spell dissipates.</p>
93	<p>The Flute of Merriment is a simple willow wood flute with gold-plated bronze keys. Each key has a small engraving depicting someone enjoying life.</p>

	<p>It magically refills all cups within 20 feet with delicious wine or spirits when played for a minute.</p>
94	<p>The Gong of Amplification is a gold gong with a simple quartz crystal set in its center. The mallet is made of rubber and covered in wool.</p> <p>When attuned, the gong can be struck as an action. It creates a nearly invisible field of energy at a point within 60' of the owner. The field stays active until the start of the owner's next turn. An arrow or other missile weapon shot through the field has amplified effectiveness. It gains an additional +2 to hit the target and causes double damage.</p>
95	<p>The Horn of Shelter is a buffalo horn drilled with several holes and carved with a stylized image of a wall.</p> <p>When blown as an action, up to four pillars rise in empty places of the owner's choice within 60' of the owner. These pillars are large enough to be used as $\frac{3}{4}$ cover by any creatures choosing to take advantage of them.</p>
96	<p>The Kazoo of Confusion is a basic tin kazoo that plays a single note.</p> <p>When played, it unleashes a cloud of dense fog. Each round it is played, the fog cloud extends 10 feet up to a maximum of 100 feet. The area covered by the fog is heavily obscured, and it stays in place for ten minutes before dispersing.</p>
97	<p>The Horn of Aquatic Direction is a small horn with a very long tube that can be attached, extending six feet.</p> <p>When the horn touches the water, it can be blown to summon a spiritual guide to provide directions and safe passage over the water for 24 hours. It is very popular with merchant ship captains.</p>
98	<p>The Stamping Stick of Trapping is a five-foot-long hollowed piece of oak filled with small cedar beads and a series of baffles to make a rainlike sound when the stick is shaken.</p> <p>Stamping it on the ground causes a 10' pit to open anywhere within 60' of the owner. This feature can be used once daily.</p>
99	<p>The Whistle of Swift Passage is a burnished copper whistle with a small nutshell inside, giving it a unique sound.</p> <p>When whistled, it can summon up to six spirit steeds. They each have the statistics of a riding horse and vanishing after 24 hours if not killed or dismissed beforehand. The whistle can be used once daily.</p>
100	<p>The Bagpipes of Psychedelic Colors is an innocuous set of plain brown bagpipes that fades into the background when placed next to the more typical colorful bagpipes.</p> <p>When attuned, the player can use an action to the prismatic spray spell. This feature can be used once daily.</p>

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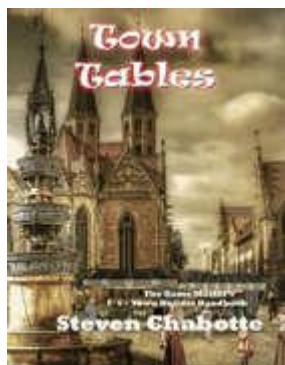


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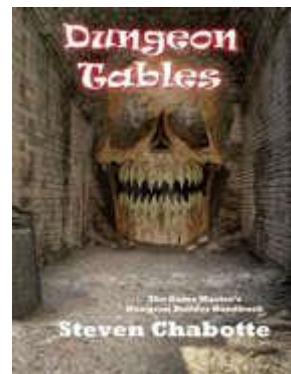


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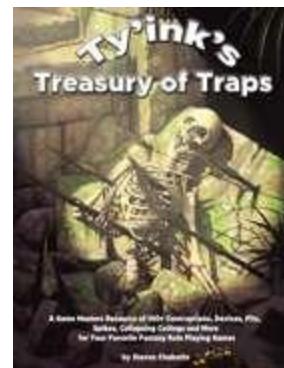


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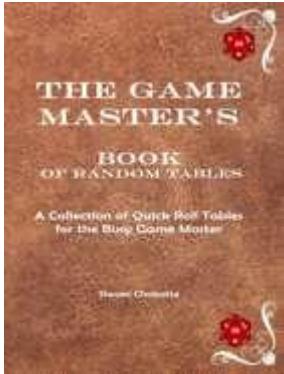
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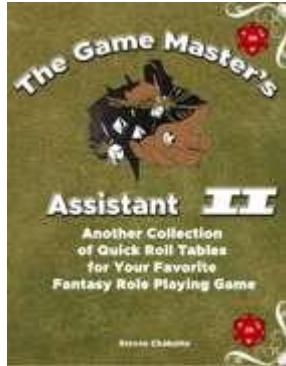


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